Project Summary

Provide a summary (one-page maximum) that describes key elements of the project and states the total project cost.

Please type here: The Filippini Ranch, a private family ranch, consists of about 1200 acres in the Sierra Valley area of Plumas County. The current use of this acreage is cattle production. The riparian areas along approximately one mile of stream course on the ranch have been heavily impacted by cattle grazing. This stream course is part of the headwaters of the Middle Fork Feather River. This project excludes 25 acres along the one mile stream from cattle and re-establishes riparian vegetation that will protect and enhance anadroumous fish, water quality, neotropical migratory birds and riparian values. Specifically, the project involves the construction of about 2 miles (one mile on each side of river) of cattle exclusion fence set back approximately 100 feet, on each side of the stream from the banks edge of the stream course. Along the exclusion area, adjacent to the stream course, we will plant a variety of native riparian plant species for neotropical migratory bird habitat, soil retention, fish and wildlife enhancement, solar cooling of the stream and water quality enhancement. The trees (including willows) will be spaced approximately 15 to 20 feet apart while the shrubs and understory will be planted between the trees in a pattern suitable for bird life and erosion control. An irrigation system will be provided to assist the establishment of the new vegetation during the dry season.

The total project cost is \$193,000

Key Elements:

- A. Water Quality Protection & Enhancement
- B. Implementation of Riparian Corridor (currently none)
- C. Soil Stabilization & Reduced Sedimentation
- D. Creation of Habitat for Flora & Fauna
- E. Fisheries Enhancement
- F. Prototype Project for the vast Sierra Valley & Headwaters of the Feather River
- G. Extensive Collaboration with Community Groups & Schools in the area
- H. Maintenance Plan of 25 Years
- I. Economic Benefit to Local Community both Short & Long Term